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KOEI

SNS-QK
USA

UNCHARTED WATERS™

INSTRUCTION BOOKLET

SUPER NINTENDO

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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WELCOME TO THE KOEI WORLD!

Have you ever wondered what it would be like to take part in history's great events?

Through our games you will encounter historical situations where you can play many roles - a hero, warrior, maybe even a ruler, and in the process create your own history!

We hope you get many enjoyable hours from this game and experience the passion and thrill of the time period.

Please look for future quality releases from us!

We appreciate your interest in our products.

Yoichi Erikawa

Yoichi Erikawa
President, Koei Corporation
& The Koei Staff

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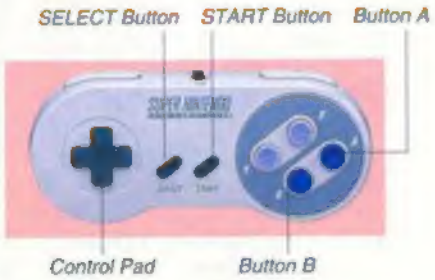
KEY TO QUICK START

CONTROLLER



START Button
- To enter game set-up from opening.

SELECT Button
- To access the Options menu from the port screen.

Button A
- To enter places at port and select menus and commands.

Button B
- To cancel commands and exit from menus.
- To access the sailing commands at sea.

Control Pad
- To move the Hero around the main port display.
- To move the cursor and highlight commands.
- To direct the ship while sailing.
- Push left to answer Yes; push right to answer No.

START-UP

1) Insert the game pak.
2) Turn on the game system.
3) The story of Uncharted Waters will begin. Push Start to skip to game set-up.
4) Select a New Adventure or Saved Game with the control pad and push A.

OPTIONS MENU

To access the options at port, press Start to pull up the options menu.
When at sea, press Start with the sailing menu on screen.

SAVE: Save and/or quit the game in progress.
SPEED: Set the message display speed.
MUSIC: Turn game music on or off.

EXAMPLE PLAY

This example play will teach you how to start your new adventure, walk about port and sail.

• Select a New Adventure.

• Name Your Character.

Use the control pad to move the cursor to a letter and push button A to spell your name. If you do not name your character, his name will be Leon Franco. Go to End when finished and push A.

• Set Hero Abilities.

A list of abilities and Bonus points will appear. Boost your abilities by adding Bonus points. Use the control pad to move the cursor to an ability and push the A or B buttons to increase or decrease points.

• Name Your Flagship.

Spell the name of your flagship just as you spelled out your name. If you do not name your ship, you will sail the Hermes. Go to End when finished.

• OK all settings.

Once you OK all settings, the story of your hero will begin. You can hurry through this part by holding down any control button.

• Your Adventure Begins!

You begin in the port of Lisbon, Portugal, on February 21, 1502. Your first vessel, a Latin, is rigged and ready to sail. Walk your sailor around the townspeople and through the streets of Lisbon using the control pad.

Walk right from the harbor and up to the Marketplace, third building from the left. **"How can I help ye?"** the merchant will ask. With the cursor at **Sell**, press A.

"Which ship's cargo is for sale?" Choose a ship.

Now choose an item to sell, like pepper. Push A with the cursor at "Pepper." Use the control pad to input an amount to sell. Push left to input the maximum amount. Push B three times to exit the marketplace.

When inputting numbers larger than 9, move the cursor to a column (tens, hundreds, etc.) and press up or down to choose a value from 0-9.

See Port Commands *for information about other places at port.*

• Prepare to Sail

When you're ready to try out your sea legs, go down to the harbor. Select **Sail** and make sure your fleet has enough food and water for the voyage ahead. Your First Mate will let you know for how long you can sail as is. Shove off from port, and with the controller in hand, you are at the helm of your flagship!

• Navigate your Fleet

Navigate your ship with the control pad. You can sail in eight directions. Push diagonally on the control pad to move to the North-east, South-east, South-west, or North-west.

• Discovering ports

You are bound to discover ports if you keep to the coastline. Then, when you spot a port, move your fleet adjacent to the port and disembark.

Now the adventure is in your hands! Good luck!

THE STORY

CHARACTERS

I'll return with a noble name!

You are the hero of Uncharted Waters. Your home is Lisbon, the capital of Portugal. In 1502, you are 16 years old and ready to set sail in search of fortune and fame.

I wish him well...

Princess Christiana is the daughter of the King of Portugal. She is 14 years old, and secretly follows your adventures. If you gain the King's respect you may be united one day...

Put a deck under my feet & wind in my sails!

The First Mate sailed with your father, and was the only survivor of his fateful wreck. He holds great faith in your new expedition. Rely on his expertise to guide you through rough seas.

YOUR QUEST

Welcome to 16th century Europe, the age of sea travel and exploration! You enter in a time when adventurers competed to open sea routes to new lands.

You are the last in line of a family which once enjoyed the luxuries of a noble life. Your family has been reduced to poverty ever since the demise of your grandfather. In an attempt to win recognition in the annals of sea-faring history, he went down with his fleet off the coast of Africa. Your father renewed your grandfather's quest, but once again the sea triumphed and he succumbed to the waves.

The previous century saw the successes of three renowned explorers. In 1487, **Bartholomeu Dias** landed at the southernmost point of Africa and named it the Cape of Good Hope. Five years later **Christopher Columbus** celebrated his discovery of the New World, in 1492. Finally, in 1498, **Vasco da Gama** opened a sea route to India!

Now the year is 1502, and the challenge is in your hands. Gain fortune and fame and restore your family name to honor. If you're a true salt, you should **complete your journey before 1522.**

CALLING AT PORTS

MAIN PORT DISPLAY

1. Guild
2. Ye Olde Inn
3. Marketplace
4. Palace
5. Lodge
6. Shipyard
7. Harbor
8. The Hero

PORT COMMANDS

Visit any place as many times as you like in one day, except for Ye Olde Inn, the shipyard and the palace. You will need to rest at the lodge after a call to any of these three places.

See Command Lists *for quick reference.*

GUILD

- Pay to view NATION INFORMATION. You'll learn which countries other nations support or oppose.
- PURCHASE or SELL navigational tools, icons to protect your ship, and treasures.

SEXTANT
Figure your latitude (North, South) and longitude (East, West) at sea.

TELESCOPE
Spot ports and spy on distant fleets.

SPECULUM
Map out your position.

AMULETS
Protect your fleet from dangers of the deep.

SWORDS & ICONS
Boost your battle strength.

TREASURES
Buy treasures for the princess.

YE OLDE INN

• Recruit CREW. Lay down some gold and sailors will join you.

ASSIGNING RECRUITS

• Select a ship.
• Assign crewmen to ship. If a crew is reduced, the remaining men may be reassigned to any ship in this turn.
• Push B and End to leave men behind.
• Push B and Cancel to cancel changes.

• FIND MATES who will navigate ships in your fleet.
• QUIT MATES who are disloyal or lazy.
• GOSSIP with sailors and they may give you information.
• TIP the waitress and she may reveal secrets.
• GAMBLE If you feel lucky!

POKER

You're up against rouges who play by their own rules, so watch your hand! Clean up your hand and place your wager.

BLACK JACK

This dealer won't let you take advantage of him! Place your bet and work your hand up to 21.

MARKETPLACE

• SELL what cargo you have to make a profit.
• BUY goods to trade in other ports.
• VIEW MARKET to check buying and selling rates.
• INVEST in foreign ports to raise support for Portugal.

PALACE

• MEET KING in Lisbon and appeal for his support. You can visit the King of Spain or Sultan of Turkey if the King of Portugal sends you on a mission.
• Make a SECRET CALL at Princess Christiana's window.
• REQUEST the King's support in funds or crew.
• Deposit SAVINGS in Lisbon. Up to 10,000,000 gold can be held for you.

LODGE

• VIEW information on the port, your fleet, and mates.
• Take LODGING for a night to rest your crew.

SHIPYARD

• BUY a new or used ship if you have a mate to navigate the ship for you.
• SELL an old vessel which your fleet has outgrown.
• FIX any ship in your fleet.
• REMODEL your fleet with guns, sails, figureheads, or rename any vessel.
• INVEST to raise support for Portugal. If you invest a significant amount in a port, the shipyard will begin building large-scale vessels.

HARBOR

- Set SAIL into the deep blue!
- RESTOCK your fleet with food and water before setting sail.
- TRANSFER crewmen or supplies between ships.

TRANSFER MEN

- Select a ship.
- Assign crewmen to ship. If a crew is reduced, the remaining men may be reassigned to any ship in this turn.
- Push B and End to leave men behind.
- Push B and Cancel to cancel changes.

TRANSFER SUPPLIES

- Select a ship.
- Choose a supply to delete.
- Push right on control pad to delete.
- If supply is deleted to 0, the item will be put in Reserve, in blue.
- To add supply, choose Reserve. Reserves will appear.
- Move cursor to item and push B.
- Push left on control pad to add item.

GAIN FAME AND FORTUNE

Invest to Gain Allies

When you have extra gold, invest at marketplaces and shipyards. Investing improves the economic and industrial worth of a port, and wins support for Portugal. Ports with over 80% support are allies of Portugal.

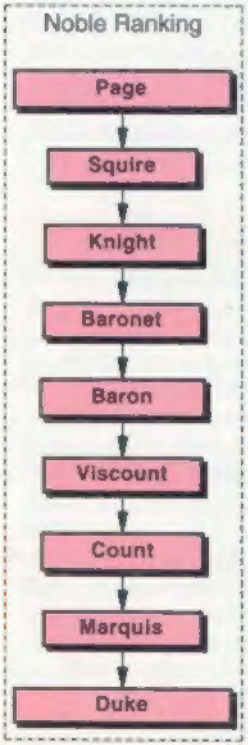
Fight Hostile Fleets

Gain fame by defeating hostile fleets. The waitress at any Ye Olde Inn often has information on your enemies' whereabouts.

If you prefer the life of a ruthless pirate, build warships for your fleet. Furnish your ships with cannons and experienced crewmen.

Take on Tasks

People will rely on you to secure goods. However, think before you agree to help…is the task too difficult? If so, you could lose all that you've worked for in trying to help them. You will gain fame as you succeed in fulfilling tasks. If you agree to a task, but decide not to complete the task, your reputation will suffer.



Royal Tasks

When word of your adventures gets back to the King, he will seek you out to take on royal tasks. This is your chance to earn noble ranking! Fulfill his requests and climb through the ranks. There are nine ranks. Your goal is to rise from Page to Duke.

Trade Specialty Goods

The quickest way to turn a profit is to trade specialty goods. Go to Ye Olde Inn, where sailors brag about their adventures. Learn which ports have specialty goods and take advantage of their markets.

Watch the Market

Watch the market and determine where to buy and sell goods, such as grain or wool. If you overuse a trade route, prices will start to shift, and lessen your chances of making a profit.

STRENGTHEN YOUR FLEET

Find Mates to Navigate

To purchase a ship, you must have a mate who can navigate (not just your First Mate). You can recruit mates at Ye Olde Inn. **Marco** is a young sailor who will readily join your fleet. But, a more seasoned tar like **Christopher** will only join a captain with experience. Up to 10 mates can join your fleet.

Buy Large Ships

At the start of your adventure you are Captain of a Latin. A Latin is a sturdy vessel, but it will grow too small for your ambitions. Build a sizable fleet to carry your goods...and guns!

Buy Used

Used ships will suit your needs, but they often need repairs. Make repairs before setting sail, and consider affixing a figurehead for extra protection.

Build a New Ship

Train your mates on small-bodied ships until they have enough experience to handle larger ships. Then, when you have enough gold, build a vessel to suit your needs. If you need more cargo space for trading, build a merchant ship. To battle pirates and other enemies, build a warship.

- **Merchant Ship:** Choose a body with a deep hull to carry more goods, and food for the fleet. Allow more room for cargo than for weapons and crew.
- **Warship:** Choose a body with a shallow hull for swift battle maneuvers. Load as many weapons as possible and a hardy crew.

Update Your Fleet

Updating your fleet can be a tricky business. Follow these suggestions when you want to scrap an old ship and buy another:

- Go to Ye Olde Inn. Through CREW-ASSIGN, reduce the crew on the ship you will scrap to zero. The sailors can be assigned to other ships.
- Go to the Shipyard. Sell the empty ship.
- Purchase a new ship for the fleet.
- Be sure to assign crew to the new ship before you set sail again!

Note: You cannot sell the flagship, on which the Captain bunks. Change your flagship while at sea through Order-Personnel.

BEGINNER'S HINTS

- Go to market and sell all quartz and pepper stocked on your ship.
- Buy as much sugar as you can while you're still in Lisbon. You can sell sugar for a profit in other ports. Discover where to buy and sell goods for the best profit.
- Go to Ye Olde Inn and gossip with the sailors and tip the waitress. They reveal useful information.
- If someone is looking for you, seek out the person. They may have tasks which will earn you gold and fame.
- Satisfy requests from the King of Portugal. He will honor you with a higher rank!
- Shove off from the dock and head North-east. You'll have to sail along the coast until you've acquired navigational tools.
- Invest in distant ports to gain allies for Portugal.
- Save your adventure before setting sail.

NAVIGATING THE SEAS

SEA DISPLAY

1 Wind Direction & Velocity (1-8)
2 Current (1-3)
3 Date
4 Sailing Menu
5 Days at Sea
6 Water Supply in days
7 Food Supply in days

SAILING HINTS

- Each sailing screen covers a 5° area. If you check with a sextant, your position will be the same anywhere on the screen. When you sail into waters on another screen, your position changes 5° to the North or South, East or West.

- Check the current and wind direction to navigate the smothest route Your fleet will pick up speed if you sail with the wind at your back Sailing into the wind will strain the sails and slow the fleet down.

- Currents and crosswinds are strongest in the open seas. When you set sail for the New World, try to catch a current or crosswind to propel your fleet acress the ocean. Crosswinds will change with the season

SEA COMMANDS

To access the sailing command menu push button A. Push Start for the options menu.

MOVE

- NEGOTIATE with adjacent fleets. It's dangerous to approach hostile fleets, but friendly fleets may supply useful information.

INFO (Information)

- Check the condition of your FLEET.
- Check the CARGO on board
- View a LAND map. You need one special tool to view the landscape!
- View MATES, yourself or other navigators.
- View the ITEMS you have acquired.

DEBARK

- Make a PORT CALL. Your ship must be adjacent to the port sign
- GO ASHORE. Select a landing point with the boot cursor; a tent will appear.

FIX damaged ships.
TRANSFER crew or cargo.
SEARCH for water or treasure (you'll need a special item!).
WAIT for other fleets to sail by. While waiting, push B to return to the menu.

BATTLE

Attack an adjacent fleet.

See War Commands *for more on the battle scenario.*

ORDER

Set RATIONs for your crew; the lower they are, the longer supplies will last
DISTRIBUTE gold to mates and win their loyalty.
Use PERSONNEL to assign navigators to different ships. Your hero's ship is always the flagship. Push left on the control pad to select Done and end
DISPOSE of any ship, other than the flagship.

DANGERS OF THE SEA

TYPHOONS

The most common damage from a typhoon is a broken rudder. If a rudder breaks, the fleet will drift with the current until repairs are made

CURRENT

Sail clear of turbulent waters! Strong ocean currents will whisk small ships, such as Latins and Redondas, out to sea!

SHIPWRECK

If your fleet is damaged by heavy seas or war, debark at the nearest port and make repairs. Or, go ashore somewhere and make repairs with your lumber supplies.

LACK OF PROVISIONS

Watch your food and water supplies closely. If one ship runs out of something, it will be supplied by other ships. But if supplies run out, your mates are likely to desert you.

If water runs low, go ashore in search of a spring. The more experience you have, the easier it is to find water. Food can only be bought at port

Other dark mysteries of the sea have yet to be discovered... Beware!

WAR AT SEA

WAR DISPLAY

1. War Map
2. Enemy fleet (Red)
3. Hero's fleet (Green)
4. Wind Direction and Velocity
5. Remaining turns
6. War Command Menu

* The flagship of each fleet is marked with square (4-point) sails. All other ships have lateens (3-point sails).

Battles must take place by the light of day. An hourglass drains, showing the remaining time before sunset. The Time display records how many maneuvers you can perform before dark

In war, you are given a close-up view of the seas. Any ship can maneuver through deep surf, but deep-hulled vessels cannot enter the shallows

Deep Sea
Easy sailing for any ship

Sand Bar
Obstructs large ships

Coral Reef
Obstructs all ships

Island
Obstructs all ships

BAR COMMANDS

MOVE
Move your ships. Select MOVE and press A. Use the control pad to point the cursor arrow in the direction of your move, and push A. You can move until you expend the ships mobility points.

If you move within firing range of the enemy, open fire! Sailing next to a ship, you can board and grapple with the enemy.

VIEW
View any ship. Push Start to view statistics for every ship in the opposing fleet. The top number represents durability, the bottom number represents crewmen. Crewmen are shown in red if there are less than 100 sailors on board. If there are more than 100 sailors, a number 1/10 the total crew is displayed.

FIRE
Open fire on ships within range. This command is only displayed when a ship loaded with guns is within range of an enemy ship. Use the control pad to choose a target and push A to fire.

RUSH
Board 'em me hearties!" Storm the enemy. Use the control pad to select an adjacent ship and push A to rush aboard. This command only appears when you move beside an enemy ship.

Rush and grapple warfare dominated 16th century naval warfare. Sailors would maneuver alongside the enemy and storm across the forecastle to do battle.

FLEE
Command your fleet to retreat from a perilous battle. Cowardly navigators may be caught as you escape, or disloyal mates may desert as you flee.

WAIT
Maintain position. Build up mobility points by waiting a turn.

COLLISION VICTORY

- **Sink the enemy flagship.**
- **Eliminate the enemy crew.**
- **Force the enemy flagship to flee.**

The winner plunders the defeated fleet. War spoils include gold, food, water and valuable treasure!

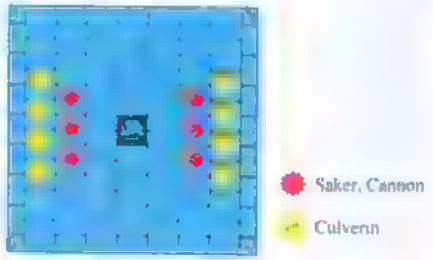
GUNNERY

Whether you intend to restore your family name as a trustworthy merchant or as a ruthless pirate, your fleet requires protection. Guns of the 16th century are inaccurate and difficult to handle. Ammunition consists of round shot made of iron or stone, and gunpowder. Accuracy with guns depends on the skill of your crew and the temper of the sea.

Firing Power and Range

GUN	RANGE	POWER
Saker	Short	Weak
Culverin	Long	Weak
Cannon	Short	Strong

Firing Range



HINTS

Prime Yer Guns! Send up a lookout to spot menacing fleets in hostile waters. Beware of suspicious fleets, who don't identify their ties to the lookout!

Negotiating with nearby fleets may be to your benefit. They sometimes divulge useful information. But, try to avoid hostile fleets.

View nearby fleets before attacking. Compare your ships to theirs, and weigh your chances of succeeding in battle.

16TH CENTURY FLEETS

SHIPS

CARAVEL

Any craft with a narrow bow and rigged with up to 2 masts fits into the category of a Caravel. This type of small-hulled vessel was the main means of travel and exploration in the 14th century. By the 1400's, two variations of this model had evolved, the Latin and Redonda

LATIN
A small craft, easy to maneuver through the inland seas, rigged with 3-point sails.

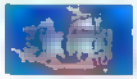
Redonda
A small craft built for speed, usually rigged with 4-point sails

Small ships do not fare well on the ocean. They are suited for travel within coastal sea lanes.

BERGANTIN

The Bergantin is the favored vessel of sea merchants. It appears smaller than the Caravel, but in fact has much more storage space in the hull.

NAO



Most captains keep a Nao to carry fleet provisions. It's a mid-sized vessel often used for trade. Ocean-bound explorers prefer the Nao to the Carrack because it is smaller and easier to handle

CARRACK

The Carrack is a large-bodied ship made to carry heavy artillery. It sails steadily through rough waters.

The high fore and aftercastles (built up decks) of this model are typical of 15th century warships. Soldiers rushed across the castles to grapple with the enemy hand-to-hand. Christopher Columbus sailed a Carrack, the Santa Maria, when he ventured to the New World.

GALLEON

The largest ship of its time, the Galleon requires great skill to maneuver. Towering above all other ships, it is a floating bastion of power. It can be outfitted with guns to create the ultimate warship, or can be used peacefully for trade. One famous Galleon was the Mayflower, in which the Puritans sailed to North America in 1620.

HEAVY GALLEON

There is a chance that Heavy Galleons can be built during your sailing career. That will depend on how much you invest at the right ports.

HULL SIZE

There are five hulls to choose from when building a ship: Caravel, Bergantin, Nao, Carrack or Galleon.

SHIP	HULL DEPTH	SIZE
Caravel	Shallow	Small
Bergantin	Deep	Small
Nao	Shallow	Medium
Carrack	Deep	Large
Galleon	Shallow	Large

SAILS

3-POINT SAILS

'Lateen' is the word true skippers use when talking about 3-point sails. They are the preferred sails for inland travel, and effective against headwinds. War ships and Mediterranean merchant ships are usually rigged with lateens for easy maneuvering.

4-POINT SAILS

4-point sails are also called square sails. With a tailwind blowing, they propel ships faster than lateens. Most larger vessels are rigged with square sails for ocean voyages.

DATA

To view the following data at port, use the Lodge command VIEW.
To view while at sea, use the sailing command INFO.

HERO & MATES

⊠ for hero-only data ⊗ for mates-only data

Notes	Max Value	Information	Other
Yourself		Your name	You are Captain ; mates are navigators
Ship		Assigned ship	
Age		Your age	
⊠ Rank	Duke	9 ranks to achieve	
⊠ Fame	50,000	Your reputation	Discover ports, rescue people, defeat hostile fleets
⊠Gold	60,000	Total gold	Deposit or invest surplus
⊗Loyalty	100	Trust in Captain	Reward your mates
Battle Exp		Battle Experience	Improves after war
Battle Level		Battle Strength	Increases with experience
Sailing Exp		Sailing Experience	Improves by sailing and discovering ports
Sailing Level		Sailing Skill	Increases with experience
Charisma	100	Ability to lead the fleet	Set these values at the start of a new game.
Strength	100	Determination	The hero's abilities
Intelligence	100	Decision making ability	influence sailors
Wisdom	100	Sense of mission	
Courage	100	Bravery	

FLEET

Fleet information is logged in fractions of the actual value over the maximum value. Maximum values vary for each type of ship.

Notes	Information	Other
Ship	Name of ship	
Condition	Condition of crew	Depends on food and water rations
Durability	Ship strength	Gauges flotation. Depends on wood used in hull
Power	Sailing speed	Depends on number and type of sails
Handling	Strength against headwinds	Depends on number and type of sails
Cargo load	Ship capacity	Larger ships have more cargo space
Crewmen	Sailors on board	Larger ships can bunk more sailors
Arms	Listed with type of guns	Only one type of gun can be carried
	Barrels of Food	Replenish supplies at port. Transfer between ships to make room for other goods
	Barrels of Water	
	Bales of Lumber	

Note: Condition drops when:

- *food or water runs out while sailing*
- *you flee from battle*
- *you reduce rations*
- *you recruit more sailors.*

PORT

This information is only available at the Lodge

Notes	Max Value	Information	Other
Economic Worth	1000	Success at market	Increases with investment
Economic Investment	60,000	Income from adventurers	Gains support for Portugal
Industrial Worth	1000	Success at shipyard	Increases with investments
Industrial Investment	60,000	Income from adventurers	Gains support for Portugal
Support	100%	Support for nations	Changes with invested income
Prices	150%	Port wide price index	Average 100%

GUILD INFORMATION

This information is only available at the Guild.

Notes	Max Value	Information	Other
Revenue	60,000	Economic power	Increases as nation gains allies, and with investment
Hostility	100	Animosity for Hero	Increases when Hero attacks Spanish or Turkish fleets
Friendship	100	Friendly ties with other nations	Affects chances to gain allies and freely visit ports*

*Note: The Hero may be prohibited from entering hostile ports.

COMMAND LISTS

PORT COMMANDS

Place	Command	Sub-command
GUILD	Purchase	
	Sell	Items
		Treasure
	Nation Information	Portugal
		Spain
		Turkey
YE OLDE INN	Crew	Recruit
		Assign
	Find Mates	
	Quit Mates	
	Gossip	
	Tip	
	Gamble	Poker
		Black Jack
MARKETPLACE	Sell	
	Buy	
	View Market	
	Invest	

PALACE	Meet King / Sultan	
	Secret Call	Flowers
		Profess Love
		Present
	Request	Funds
		Crew
	Savings	Deposit
		Withdraw
LODGE	View	Mates
		Fleet
		Port
	Lodging	
SHIPYARD	Buy	Buy used ship
		Build new ship
	Sell	
	Fix	
	Remodel	Guns
		Sails
		Figurehead
		Rename ship
	Invest	
HARBOR	Sail	
	Restock	Water
		Food
		Lumber
	Transfer	Men
		Supplies

SAILING COMMANDS

Command	Sub-command
Move	Direction
	Cast Anchor
Look	Inspect
	Survey
	Negotiate
Debark	Port call
	Go ashore
Battle	
Order	Ration
	Distribute
	Personnel
	Dispose

COMMANDS ON SHORE

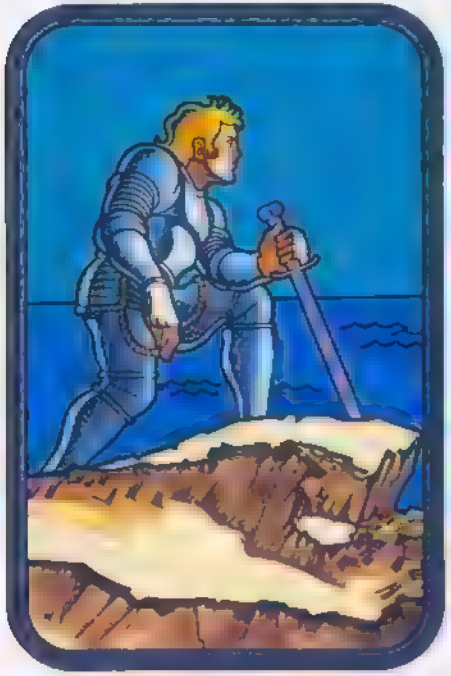
Command	Sub-command
Sail	
Fix	
Transfer	Crew
	Cargo
Search	Water
	Treasure
Wait	

THE AGE OF EXPLORATION

CELEBRATED HEROES

Until the 15th century, the seas remained a mystery feared for their endless expanse. There were a brave few, however, who dared to venture into the unknown. Only a handful returned to tell the tales of their adventures, but these explorers brought great enlightenment to the world.

Nations invested great sums of money to fund sailing voyages. By sponsoring exploration, they were also able to procure exotic goods for trade in Europe. In the early days of sea trade, Turkish ships of the Ottoman Empire controlled the sailing routes throughout the Mediterranean Sea. Turkish merchants peddled goods from the Baltic Sea to the Straits of Gibraltar. As trade expanded, Spain and Portugal made great strides in navigating the Atlantic. The Portuguese, in particular, devoted their efforts to the South, where they forged trade routes with Africa.



The greatest obstacle to early exploration

was overcome by Prince Henry the Navigator of Portugal (1394-1460). Combining his knowledge of astronomy and geography, Prince Henry devised a way to calculate position according to the movement of celestial bodies. Seafarers no longer had to rely on dead reckoning alone; the stars became their guide. Although he himself never pursued waters beyond Morocco, Prince Henry is still praised for his insight.

Celestial navigation soon came into popular use, and thereafter the sextant was invented. Using this instrument, captains learned how to determine their position in longitude and latitude by measuring angular distances from charted stars. The sextant became a key item in navigation.

Although the prospect of riches was the inspiration behind many adventures, the mystery of Prester John also drew explorers to the sea. According to legend, Prester John ruled 72 Christian states somewhere east of Africa. Many Portuguese and Spanish fleets sailed in search of his kingdom under the auspices of the church.

In 1487, the legend of Prester John inspired **Bartholomeu Dias** (1450-1500) to begin his own search. In a Latin ship, he embarked from Lisbon and set his course for the coast of Africa. Far out at sea, a violent storm overtook the fleet and swept it off course. Drifting for days without food or water, Dias was ready to give up, when he spotted the coast! He landed and named his find the Storm Cape; it was later renamed the Cape of Good Hope. Dias had discovered the southernmost tip of Africa, the turning point to the East!

In 1492, **Christopher Columbus** contributed to world navigation by shattering the long-time superstition that the Earth was flat. Inspired by the teachings of astronomer and geographer Toscanelli, Columbus set out to reach India by traveling west. He never reached India, but by finding land in the West he convinced other explorers that the Earth was round! It was not until **Amerigo Vespucci** (1451-1512) retraced Columbus' route in 1497, that it became clear Columbus had discovered an unexplored continent. Vespucci renamed the land after himself, the "Americas."

In 1497, **Vasco da Gama** (1469-1524) aimed to surpass Dias' accomplishment of discovering the southern tip of Africa. Da Gama's path took him from Lisbon, around the Cape of Good Hope and then through the Arabian Sea where he safely landed in Calicut. Da Gama had reached India! One year later, he returned to Portugal with Indian spices and dyes as evidence of his achievement. From that time on, da Gama's path became a busy trade route praised for its profitability.

Captains such as Dias, Columbus and da Gama broadened the world for 16th century Europe. In their personal quests for fortune and fame, they navigated paths to distant and legendary lands. Heroes of the sea, these adventurers led mankind into a new age of awareness.

THE SAILOR'S LIFE

Many brave sailors set out to sea with hopes and ambitions, but the seafaring life was much more grueling than they envisioned from the dock. Sailing vessels of this age were not built for comfort. All crewmen were bunked in cramped quarters below deck and they had to suffer its accompanying indignities. The dark, dingy lower deck rarely got fresh air, but it was the squeaking of dozens of rats that made the experience barely tolerable. The sailors began to learn that their vessel was not built to house them, but to transport valuable goods for the sake of greedy merchants.

A sailor's supply of food and water was a problem as well. Food often spoiled and if water was not stored properly, the barrels would be filled with algae. To protect the provisions from spoiling out at sea, sailors learned to stock salted meats and store water in old, weathered barrels.

A sailor could get by on the seafaring diet, but it was not easy. Day after day, the sailor's mess was a ration of salted beef, a lump of biscuit and a cup of grog. It was impossible to get a fresh meal, except for when the fleet was anchored at port. Lack of variety and contaminated food led to dreaded diseases such as yellow jack, typhus and scurvy as well as violent seasickness.

Besides the normal discomforts associated with sailing in these days, a ship's crew had to contend with the threat of pirates. There was a lookout on deck at all times, searching the sea for hostile flags. However, since pirates were known to sail under the cover of many flags, any ship that appeared on the horizon was a potential enemy. Pirate ships, with the

right colors raised high, were able to coax merchant ships to sail within shooting range. Then, just as the Jolly Roger went up the main mast, the unsuspecting captains found themselves under fire!

Battling on the seas was difficult in a 16th century vessel, especially if a fleet was caught off-guard. Ships were heavy and difficult to maneuver quickly. And with the rough and tumbling seas, the gunner's aim was often off-target. The timing of each shot depended on waiting for the ship to pitch at just the right angle.

The most common style of fighting, up until the 16th century, was grappling the enemy ship and then boarding across the fore and aftercastles. The swashbucklers brandished their swords and fought hand-to-hand to the finish. Sailors kept their eyes on the enemy flagship. When the enemy flag was stripped from the mast and replaced by the hero's own colors, victory had been achieved.

The sailing life was filled with adventure and glory for sailors fortunate enough to bunk on a durable ship with a courageous captain. As part of a merchant fleet, sailors had the opportunity to visit distant lands and meet people with different customs. As part of a warship fleet, sailors stalked hostile waters seeking out belligerent fleets or pirates. But, life as a sailor was not for the weak of heart. Up against the threat of disease, stormy weather and bloodthirsty pirates, life on the sea was always a dangerous, but exciting adventure.

EXOTIC GOODS

Life changed for Europeans when Vasco da Gama opened up a trade route to India. Confined to salting to preserve meats and fish, until then, Indian spices introduced an entirely new range of flavor.

Pepper
A pungent spice imported from India, pepper became a highly valued medium of trade between the East and West when introduced to Europe.

Cinnamon
The dried out bark of the cinnamon tree was imported from Ceylon and the Seychelle Islands.

Nutmeg
Many fragrant foods were discovered in the Spice Islands. Nutmeg is just one spice that could be dried and safely carried back to Europe over sea.

Pimento
The red pimento was a type of pepper found in the tropical zone of the Americas. It was first introduced to Europe by Columbus, and gradually spread eastward with trade.

Clove
Cloves were valued for their sweet flavor and aroma. They were a popular medium of trade with tropical lands for many years.

90-DAY LIMITED WARRANTY

Koei Corporation warrants to the original consumer purchaser that this game pak shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Koei will repair or replace the game pak, at its option, free of charge.

To receive this warranty service:

1. Send in your Registration Card.
2. Save your sales receipt and the UPC code found on the game packaging.
3. If your game is still covered under a store warranty, return the game pak to the store at which you purchased the game.
4. If the game develops a problem requiring service during the 90-day warranty period, and is not covered by a store warranty, notify Koei Corp. by calling the **Technical Support Dept. at (415)348-0500, between the hours of 9 a.m. to 5 p.m. Pacific Standard Time, Monday through Friday.**
5. If the Koei Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number prominently on the outside packaging of your defective game pak, enclose your name, address and phone number, and return the game pak, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales receipt or similar proof-of-purchase (UPC code) within the 90-day warranty period to:

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1350 Bayshore Hwy.
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Romance® of The Three Kingdoms II

AEROBIZ™

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